

Galaxions



**Sword
of Peace**

2X

ZX - GALAXIANS

ZX-Galaxians is a version of the famous arcade game. You are being attacked in deep space by formations of hostile Galaxians and it is your mission to prevent them attacking Earth. You are provided with three spacecraft armed with powerful laserbolts with which you must fight the Galaxians, BUT be warned, the Galaxians will sweep from the formless showering bombs as they go.

ZX-Galaxians is quite tricky as machine code requiring 4K bytes of memory. The computer will install ZX-Galaxians **instantly** and it runs **smoothly** on a disc played. The game can be started at a low level so it is recommended that you position your fingers on the correct keys: B - left, R - right, O - fire (A pile of life paper hole strengtheners on the keys of your ZX81 make a better control board for operation).

Points are scored for each Galaxian hit and the score is constantly at the right of the screen. You gain 10 points for a Galaxian in the formation and 20 points for a sweeping Galaxian. The skilful player needs to make fast decisions to avoid the attackers and destroy the enemy.

Special features of this excellent game are varied high scores, full explosions, and continuous status report.

SWORD OF PEACE

You are the Crown Prince of Orad and to prove that you are worthy of becoming the Monarch of Orad, you are sent on a quest. You are cast into a dungeon where you must find four objects of state. Each object of state is on one paving stone in a 100 x 100 floor, this stone is called the magic spot. As you travel you will meet monsters. They will either be Good, Neutral or Evil. Evil monsters will try to kill you by casting spells on you which weaken your strength. Neutral monsters will act as either Good or Evil monsters. Good monsters will do you good, the first one you meet will give you a defense meter which will tell you how far you are away from the magic spot. The second will give you a compass which will read 1, D or L.

e.g. 1,1 means you should move in both the x and the y direction. Further Good monsters will either increase your strength or teach you more spells which you can use to fight the Evil and sometimes Neutral monsters. When you meet a Evil monster you will be asked for a spell number. Initially you know spells No 1, 2 & 3 only. Certain spells affect particular monsters. Spell 3 is run away. You cannot cast spells until either it is dead or you have run away. The spells are as follows:

| Spell No | Affect | Spell No | Affect |
|----------|------------|----------|--------------------|
| 0 | Run Away | 6 | Make Swamp |
| 1 | Landslide | 7 | Rain of Holy Water |
| 2 | Blind | 8 | Earthquake |
| 3 | Fireball | 9 | Have Storm |
| 4 | Make Pool | 10 | Thunder Storm |
| 5 | Crack Hole | | |

| Objects of State | Spell No | Kill |
|------------------|----------|---------------|
| Great Ring | 11 | Black Monster |
| Kingly Orb | 12 | Mummy |
| Robot of State | 13 | Giant |
| Sword of Peace | 14 | Wizard |

To move when given the cue DIRECTION or RUN AWAY you enter the X co-ordinate and then the Y co-ordinate. You may only move 20 paving stones in any direction, ie the maximum move is + 12, + 12 or + 20, 0 or 0, 20 (Pythagoras).

If you bring into a wall you loose 10% of your strength. When you collect an object of state you are transported to another level (5 in all) and when you get to the 5th magic spot you have won.

The objects of state may be used to kill certain monsters straight away, but can only be used once and have a 50% chance of failure.

GENERAL LOADING AND RUNNING INSTRUCTIONS

- 1 Assemble the ZX81 as described in Chapter 1 of the "ZX81 BASIC Programming Manual" or Sessions 1 and 2 of the "How to Program the ZX81" audio course.
- 2 Position the cassette tape at the start part before the program.
- 3 Connect the EAR socket on the ZX81 to the EAR or LOUDSPEAKER socket on your cassette recorder.
- 4 Adjust the volume of the cassette recorder to three quarters maximum and the tone controls to maximum treble and minimum bass.
- 5 Press LOAD (the J key) and type the name of the program within quotation marks. Do not press NEWLINE yet.
- 6 Start the cassette recorder and now press NEWLINE.

Instructions for Games Overload

16XN

24-011129-42 SWORD OF PEACE

16XN

ZX - GALAXIANS
SWORD OF PEACE

ARTIC COMPUTING

308 JAMES RECKITT AVENUE

HULL HUB OJA

Galaxies

2X

Sword
of Peace





1 2H-Galaxians
2Sword Of Peace
16k

ZX - GALAXIANS

ZX-Galaxians is a version of the famous arcade game. You are being attacked in deep space by formations of hostile Galaxians. It is your mission to protect them, including Earth. You are provided with three spacecraft armed with powerful laser bolts with which you must fight the Galaxians, BUT be warned, the Galaxians will sweep from the formation showering bombs as they go.

ZX-Galaxians runs entirely in machine code, requiring 48K bytes of memory. The program runs itself after 1.5 minutes loading and is left when it displays. The game can be started in a key stroke, so it is recommended that you position your fingers on the control keys: 5 - left, 8 - right, 0 - fire. (A bit of the paper hole's strength is on the keys of your ZX81 make a better control board recommended).

Points are scored for each Galaxian hit and the score is constantly in the right of the screen. You gain 10 points for a Galaxian in the formation and 20 points for a swooping Galaxian. The skilful player needs to make fast decisions to avoid the attackers and destroy the enemy.

Special features of this excellent game are named high scores, full explosions, and continuous status report.

SWORD OF PEACE

You are the Crown Prince of Orkney to prove that you are worthy of becoming the Monarch of Orkney, you are sent on a quest. You are cast into a dungeon where you must find four objects of state. Each object of state is on one rising stone in a 100 x 100 floor, this stone is called the magic spot. On your travels you will meet monsters. They will either be Good, Neutral or Evil. Evil monsters will try to kill you by casting spells on you which weaken your strength. Neutral monsters will act as either Good or Evil monsters. Good monsters will do you good, the first one you meet will give you a distance meter which will tell you how far you are away from the magic spot. The second will give you a compass which will read L, D or R.

e.g. L, L means you should move in both the x and the y direction. Further Good monsters will either increase your strength or teach you more spells which you can use to fight the evil and sometimes Neutral monsters. When you meet a bad monster you will be asked for a spell number. Initially you know spells No 1, 2 & 3 only. Certain spells affect particular monsters. Spell 5 is run away. You continue casting spells until either it is dead or you have run away. The spells are as follows:

| Spell No | Affect | Spell No. | Affect |
|----------|-------------|-----------|--------------------|
| 6 | Run Away | 6 | Make Swamp |
| 1 | Landslide | 7 | Rain of Holy Water |
| 2 | Wind | 8 | Earthquake |
| 3 | Fireball | 9 | Rain Storm |
| 4 | Make Pool | 10 | Thunder Storm |
| 5 | Create Hole | | |

| Objects of State | Spell No | Kill |
|------------------|----------|----------------|
| Great Ring | 11 | Rock Monster * |
| Kingly Orb | 12 | Mummy * |
| Robes of State | 13 | Giant * |
| Sword of Peace | 14 | Wizard * |

To move when given the x or DIRECTION or RUN AWAY you enter the X co-ordinate and then the Y co-ordinate. You may only move 20 paces at once in any direction, so the maximum move is + 13, + 13 or + 20, 0 etc. (Pythagoras).

If you bang into a wall you lose 10% of your strength. When you collect an object of state you are transported to another level 12 in all and when you get to the 5th magic spot you have won.

The objects of state may be used to kill certain monsters straight away, but they can only be used once and have a 10% chance of failure.

GENERAL LOADING AND RUNNING INSTRUCTIONS

1. Assemble the Z801 as detailed in Chapter 3 of the "Z801 BASIC Programming Manual" or Sections 1 and 2 of the "How to Program the Z801" audio course.
2. Position the cassette tape at the start just before the program.
3. Connect the EAR socket on the Z801 to the EAR or LOUDSPEAKER socket on your cassette recorder.
4. Adjust the volume of the cassette recorder to three quarters maximum and the tone controls to maximum treble and minimum bass.
5. Press LOAD line 3 key and type the name of the program with a colon after mark. Do not press RETURN yet.
6. Spin the cassette recorder and now press RETURN.

Instructions For Games Overload

BOARD OF PLANNING

500-412-4121

20 - GALATIANS

BOARD OF PLANNING

ARTIC COMPUTING

300 JAMES ALDRITT AVENUE

HULL HUSON



1 2H-Galaxians
2 Sword Of Peace

16H

Artec Computing Limited



EXHIBIT
10K

GALAXIAN — SWORD OF PEACE

REPORT ON VISIT

Page one and second pages of the report are given that give an outline of the visit and the history of the project. The third page is a table of contents.

The report then gives a summary of the work done. This is followed by a table of the results of the work done. The table is divided into two columns, one for the number of visits and one for the number of hours spent.

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| 93 | | 92. School |
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| 96 | | 95. School |
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| 98 | | 97. School |
| 99 | | 98. School |
| 100 | | 99. School |

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ZF - GALAXY 5

ZF - Galaxy is a version of the famous arcade game Zoo and Zoo is located in deep space in formations of hostile Galaxies and it is your mission to protect them against them. You are provided with three spacecraft armed with powerful laser bolts with which you must fight the Galaxy's BUT be warned, the Galaxy will sweep from the formation destroying bombs as they go.

ZF - Galaxy runs rapidly in machine code requiring 4K bytes of memory. The program runs fast after 1.5 minutes loading and a title sheet is displayed. The game can be started at a key stroke or it is recommended that you position your fingers on the control keys F - left S - right Q - fire

Q - pub. of the paper, their descriptions on the day of the ZF's make a better control board for operations.

Points are scored for each Galaxy hit and the score is displayed at the right of the screen. You gain 10 points for a Galaxy in the formation and 20 points for a solitary Galaxy. The single player mode is under fast attack to avoid the attacks and destroy the enemy.

Special features of the modified game are named high scores, full explanation, and continuous error report.

(Further instructions arriving)

CH-101-101

NO. 101-101

2X - GALAXIAN


ANTHRO COMPUTING

SWOON OF PLEAD

300 JAMES HECKITT AVENUE

HULL HULL OVA

ZOMBIES

A movie poster for the film 'Zombies'. The title 'ZOMBIES' is at the top in yellow, dripping letters. The central image shows a zombie with a red sash and a woman on a bridge. The title 'Sword of Peace' is at the bottom in red, dripping letters. The entire poster is framed by a thick red border.

Sword
of Peace

Arctic Computing Limited

2001 100



SWORD OF PEACE/ZOMBIES

ZOMBIES

You (12) have just landed on a desert island in the South Pacific and you are the only survivor. Unfortunately, you are not alone. The island is inhabited by menacing Zombies! (12) The island has many paths to 406. The Zombies are blind and detect you by the sound of your feet land. Your only hope is to lure the Zombies into the pathless by moving in such a way as to make them walk to there and fall to their death. Hardcore island every time you play. Very addictive game.

SWORD OF PLACE

You are the Great Prince of El Plac to prove that you are worthy of becoming the Master of El Plac you are sent on a quest. You are sent into a dungeon where you must find four objects of great power. Each object of great power can bring them in a 100 x 100 field. This object is called the magic spell. On your travels you will meet monsters. They will either be Good Neutral or Evil. Evil monsters will try to kill you by casting spells on you which weaken your strength. Neutral monsters will act as either friend or foe. Good monsters will do you good, the first one you meet will give you a golden mirror which will tell you how far you are away from the magic spell. The second will give you a compass which will read 1, 2 or 3. eg. 1, 2 means you should move in both the x and the y direction. Further Good monsters will either increase your strength or teach you more spells which you can use to fight the bad and sometimes Neutral monsters. When you meet a bad monster you will be asked for a spell number. Usually you know spells No 1, 2 & 3 only. Certain spells affect particular monsters. Spell 0 is run away. You come upon casting spells until either it is dead or you have run away. The spells are as follows:

| Spell No | Affect | Spell No | Affect |
|----------|------------|----------|-----------------|
| 0 | Run Away | 8 | Miss Spells |
| 1 | Lighten | 9 | Roll 0 Run away |
| 2 | Wind | 9 | Earthquake |
| 3 | Fireball | 9 | Rain Storm |
| 4 | Make Foot | 10 | Thunder Storm |
| 5 | Enter Hole | | |

| Objects of Power | Spell No | Gift |
|------------------|----------|--------------|
| Golden Ring | 01 | Rank Monster |
| Single Orb | 02 | Magical |
| Rolls of 20's | 03 | Good |
| Sword of Place | 04 | Wizard |

To leave when given the cue DIRECTION or RUN AWAY you enter the 3 co-ordinates and then the 7 as your rate. You may only meet 20 paying stones in any direction, or the maximum value is + 10, + 13 or + 20, 0 etc (Phthalopent)

If you bang into a wall you loose 10% of your strength. When you collect an object of power you are transported to another level 15 is all and when you get to the 1st magic spell you have won.

The objects of power may be used to kill certain monsters straight away, but they can only be used once and have a 10% chance of failure.

ARTIC COMPUTING LIMITED
390 JAMES RECKITT AVE
HULL N. HUMBERSIDE
HUS 01A



Zombies/Sword of Peace

GENERAL LOADING AND RUNNING INSTRUCTIONS

- 1 Assemble the Z80 as described in Chapter 3 of the "Z801 BASIC Programming Manual", or Sections 1 and 2 of the "How to Program the Z801" audio course.
- 2 Position the cassette tape at the silent part before the program.
- 3 Connect the EAR socket on the Z801 to the EAR or LOUD-SPEAKER socket on your recorder.
- 4 Adjust the volume of the cassette recorder to its maximum and the tone controls to maximum treble and minimum bass.
- 5 Press LOAD (line 2 key) and then type the quotation mark key (QUOTE) F1 twice. Do not press NEWLINE yet.
- 6 Start the cassette recorder and now press NEWLINE.

Instructions for Game Overload.

10K
ZX81

Zombies/Sword of Peace

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